Learning Discovery Series

Writing Skills
Ages 6-10

Teacher-Certified by the NEA

KIDWRITER™

SPINNAKER®
We make learning fun.

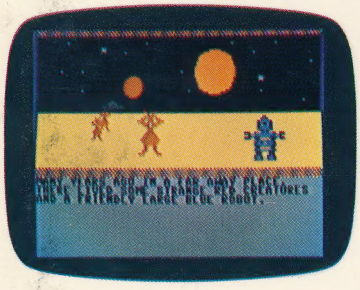
SPA certified SILVER 50,000 SOLD SOFTWARE PUBLISHERS ASSOCIATION

APPLE IIe, IIc
Disk
Printer Option (see back)

KIDWRITER™

With KIDWRITER your children can create their very own storybook. They'll make colorful scenes, then write a storyline to go with them. There's even music, too!

KIDWRITER's unique format lets kids choose their own story and picture settings, from a farm to a theater to outer space. And with a choice of 99 different characters and objects, your child can make pictures of almost anything.



Best of all, while it encourages children to create word and picture stories, it introduces them to the fundamentals of word processing. It even lets them make stories that continue from one "page" to another.

Children will love KIDWRITER–because it's as versatile and exciting as their own imaginations!

Jim and **Jack Pejsa,** creators of KIDWRITER, are two brothers who specialize in software that is interactive, easy to use and encourages creativity in children.

Educational Value: KIDWRITER provides an original format for story writing and illustration. It encourages creativity while introducing children to the fundamentals of word processing.
Ages: 6–10

teacher certified NEA™

0 87659 00188
KWR-AP-D1

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KIDWRITER may be used with the following printers
Black and White: Apple Scribe • Imagewriter • Imagewriter II • Epson FX, JX and RX series • Epson MX series with Graftrax + • Okidata Okimate 20.
Color: Apple Scribe • Apple Imagewriter II • Epson JX-80 Okidata Okimate 20

BX-KWR

Writing Skills

Ages 6-10

KIDWRITER™

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APPLE

Disk

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Writing Skills

Ages 6-10

KIDWRITER™

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KIDWRITER™

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KIDWRITER™

For Apple (Version 3.0)

Spinnaker Software, Cambridge, MA

This product uses DOS 3.3, ©Apple Computer, Inc., 1980-81

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KWR-AP

DISKETTE CARE AND HANDLING INFORMATION

Protect
Protéger
保 護

Proteger
Schützen

No
Non
注 意

No
Falsch

Insert Carefully
Inserer avec soin
挿入注意

Insertar
Sorgfältig Einsetzen

Never
Jamais
絶対禁止

Nunca
Nie

10°C–52°C
50°F–125°F

Never
Jamais
絶対禁止

Nunca
Nie

KIDWRITER™

For Apple (Version 3.0)

Spinnaker Software, Cambridge, MA

This product uses DOS 3.3, ©Apple Computer, Inc., 1980-81

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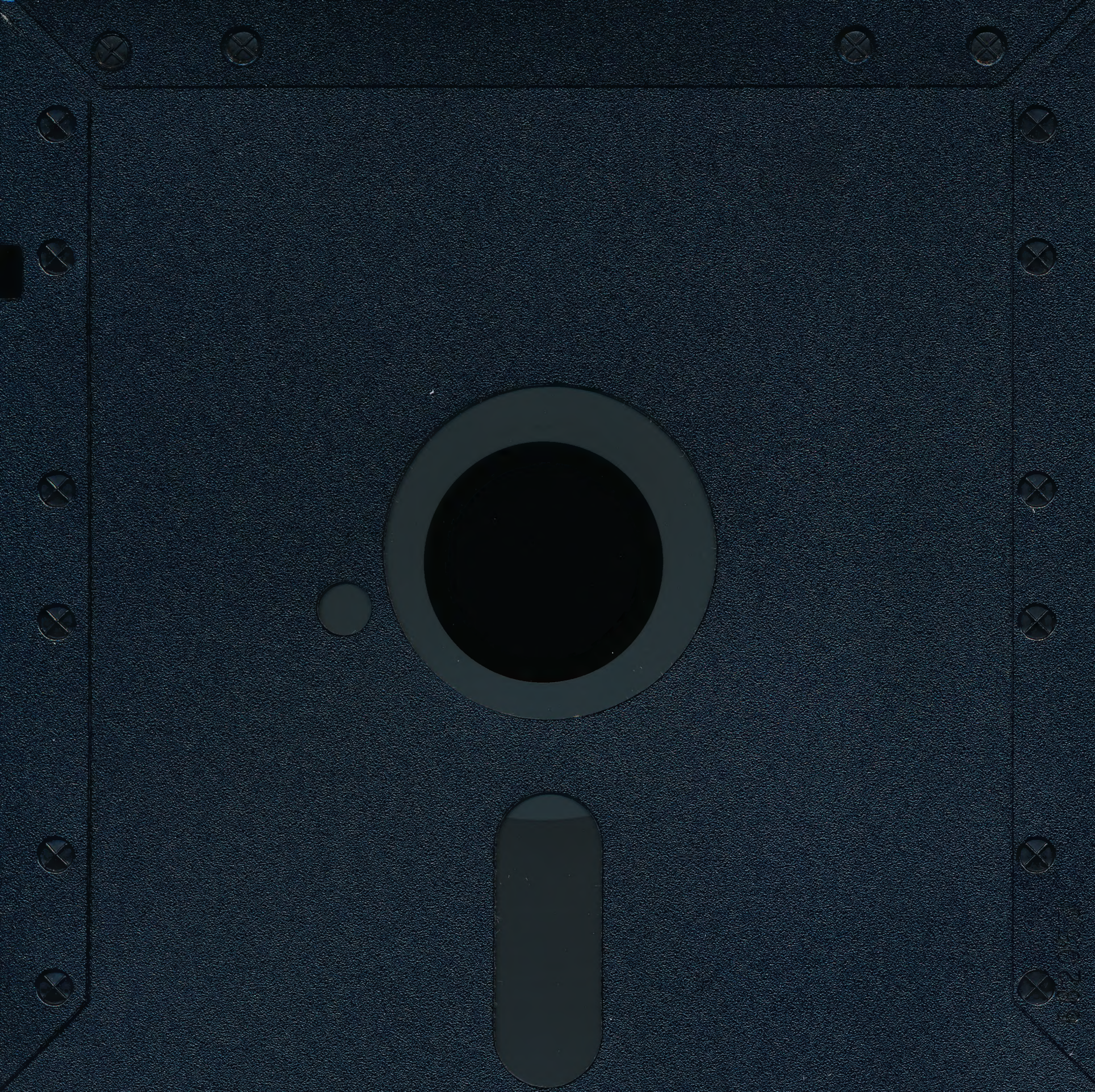
KWR-AP



KIDWRITER™

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A Message to Parents

KIDWRITER is a software package that allows a child to easily create a colorful picture and write a story related to the picture, just like a page out of a storybook. Picture-story "pages" may be linked together to create a storybook of many pages. The picture-stories can be saved on disk and loaded again at a later time.

Great care has been taken to insure that KIDWRITER is easy for children to use with minimal or no supervision. The unique program design encourages the grade school-age child to express his or her creativity through words and pictures. We feel KIDWRITER will work well in the home and in the school for encouraging creative writing and design, and for just plain fun.

Jim and Jack Pejsa

LOADING THE PROGRAM

Important: If you intend to print your picture-story, the printer must be attached to your computer *before* loading the KIDWRITER disk.

Commodore 64™:

1. Turn on your disk drive, computer and tv or monitor. Place Kidwriter in drive and close drive door. ***Note:*** *When using a Commodore 128, the Commodore Key must be depressed while turning on the computer.*
2. Type **LOAD"SPIN",8** and press **RETURN**. At READY prompt, type **RUN** and press **RETURN**. The program will load automatically.

   Kidwriter is only guaranteed compatible with the printers listed below:
   Black & White Only
   Commodore 1525, Commodore MPS 801 and MPS 803, Okimate 10

Atari™:

1. Make sure computer is turned off. If you are using the 800XL or 1200XL, put the Basic Computing Language Cartridge into your computer.
2. Turn on disk drive then insert Kidwriter disk when the red light goes out.
3. Turn on the monitor/TV and computer. Program will load automatically.

Apple®:

1. Put the Kidwriter disk in the drive and close drive door. Turn on the monitor and the computer. Program will load automatically.
   Note: To run Kidwriter on the Apple IIe, depress the **CAPS/LOC** key.

   Kidwriter is only guaranteed compatible with the printers listed below:

Black & White Print
Apple Imagewriter
Apple Imagewriter II
Apple Scribe
Epson FX Series
Epson JX Series
Epson RX Series
Epson MX Series
(with Graftrax-Plus)
Okimate 20

Color Print
Apple Imagewriter, Apple Scribe
Epson JX-80, Okimate 20

Compatible Printer Cards
Apple Super Serial Card
Apple Parallel Card
Apple IIc Printer Port
Epson APL Card
Grappler Card, Grappler-Plus Card

IBM®:

1. Put the DOS disk into the drive and close drive door.
2. Turn on the monitor and the computer. At the **A>**, remove the DOS disk from the drive and put the Kidwriter disk into the drive and close the door.
3. Type **KDW** and press **RETURN**.

   Kidwriter is guaranteed compatible on the IBM PC, PCjr only with printers listed below:
   Black & White Only
   Epson Brand, IBM-Brand Graphics Printers (Except the IBM ProPrinter)

Note: Do *not* install Kidwriter onto a hard disk. It is copyprotected and therefore may cause damage to the program *and* your hard disk.

GETTING STARTED

When the program begins, the main menu will be displayed and you can choose one of the following options:

(M)ake a new picture-story (press the [M] key)
(L)oad an old picture-story (press the [L] key)
(D)irectory of picture-stories (press the [D] key)
(Q)uit for now (press the [Q] key)

(M)AKE A NEW PICTURE STORY

Creating the Picture:

Press [M] to make a new picture-story. The menu that now appears on the screen allows you to change the background scene, look at different objects, choose an object, erase the picture or begin writing your story.

After you have chosen a scene and the object you want, another menu will be displayed. This menu allows you to change the color and size of the object, and to move the object around the screen. When you are finished making your picture, press [D] to indicate that you are done.

Objects:

A picture is created using objects chosen from a pre-stored library. The objects can be moved around on the screen, and their size and color may be changed with a keystroke. When you have placed the maximum number of objects in the screen a message will appear instructing you to press [D] for done. Ninety-nine objects are available including pictures of people, animals trees, buildings, spaceships, toys, letters and numbers. A list of the objects available can be found at the end of this manual.

Writing the Story - The Wordprocessor:

The lower part of the screen is the area where you will write your story using the wordprocessor. The wordprocessor program turns your computer into a powerful electronic typewriter. The wordprocessor has many features that allow you to correct typing errors, erase and retype parts of the story, and insert new parts into the story. The keys used to change or edit your story are described in the next section.

As you type in your story and get near the end of a line, just keep typing. If a word won't fit on the line, the wordprocessor will put it on the next line for you.

Editing Keys:

Several keys are used to change or edit what you have typed.

Command	Function	Apple II/II+	Apple IIe/c	C64/128	IBM	Atari
Cursor Down	Moves the cursor down one line.	[CTR] [X]	↓	CRSR	↓	[CTRL] ↓
Cursor Up	Moves the cursor up one line.	[CTR] [E]	↑	SHIFT CRSR	↑	[CTRL] ↑
Cursor Right	Moves the cursor right one space.	[CTR] [D]	→	CRSR	→	[CTRL] →
Cursor Left	Moves the cursor left one space.	[CTR] [S]	←	SHIFT CRSR	←	[CTRL] ←

Command	Function	Apple II/II+	Apple IIe/c	C64/128	IBM	Atari
Delete	Erases letter under cursor and moves letters behind cursor one space to the left. Repeat or hold down to erase words or even whole sentences.	[ESC]	[ESC] or [DEL]	[INST DEL]	[DEL]	[DEL]/ Backspace
Home	Moves cursor to the upper left corner of the writing area.	[CTR] [B]	[CTR] [B]	[CLR]	[CTR] [B]	[ESC]
Clear	Erases everything in the story area.	[CTR] [N]	[CTR] [N]	SHIFT [CLR]	[CTR] [N]	[CLEAR]

To insert letters or words into the middle of your story, move the cursor to the place where you want to insert and begin typing. The words that follow will automatically move to the right as you type. Try erasing the screen and typing in a story. Practice using all of the editing keys until you know how to use them well.

Saving the Picture-Story on Disk:

When you have finished typing your story, press the [*] key on the Atari, Commodore and IBM, and the **SHIFT**[*] key on the Apple to indicate that the picture story has been completed. A new menu will appear which allows you to save your picture-story on disk. Press [Y] to save your picture-story. Follow the screen instructions to name your story.

After your picture-story has been saved, a new menu will appear. The program allows you to create a story having several 'pages', just like a storybook. If you want more than one page in your story, press [Y] for yes. The program will start over again to make the next page.

(L)OAD AN OLD PICTURE-STORY

Press [L] to load a picture-story you have previously stored on disk. Then type the name of your picture-story. After a few seconds the picture-story will be displayed on the screen.

(D)IRECTORY OF PICTURE-STORIES

Press [**D**] to see or to erase stories you have stored. A new menu will appear that will allow you to:

Press [**S**] to see a list of stories you have stored
Press [**E**] to erase a story you have stored
Press [**B**] to go back to the main menu

PRINTING A PICTURE STORY

Before Printing your Picture-Story (Apple users only)

If you intend to print your story, attach the printer to your computer prior to loading Kidwriter. For Apple II, II+, and IIe users, this will also mean inserting a printer card into one of the available slots.

The very first time you use the printing option, you will have to choose the printer, printer card and slot. Press [**P**] on the Main Menu. This will display the Printer Menu.

To choose a Printer, press [**C**] and then select a printer from the choices listed on the screen. After the stand-by message disappears, press [**B**] to go back to the Printer Menu. In the same way, press [**S**] to select a printer card, and press [**A**] to assign a slot number. **Please note**: Apple IIc owners must always assign slot #1. Assigning any other slot will will result in an error message when you try to print.

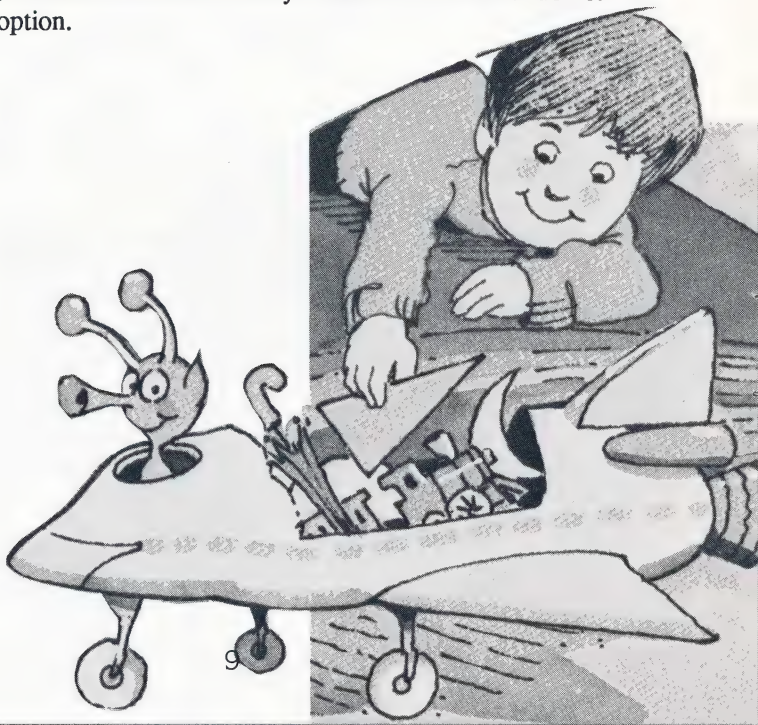
You do not need to set these options again unless you use a different printer or card, change your card's slot, or want to alternate between black and white or color printing.

To Print Your Picture-Story (Apple, IBM, C64)

1. To print an old story, press [**P**] on the Main Menu. After pressing [**P**], follow the printing instructions on the screen.
2. To print a story you have just completed, first save it by following the instructions for SAVING THE PICTURE-STORY ON DISK.
3. Press [**P**] on the Main Menu to print your new picture-story.
4. Type the name of your story using less than 7 letters (12 for Apple).
5. Press **RETURN** and your story will be printed.

Note: If you are using a black and white printer, make sure to select colors for the objects that will contrast with the color of the background. Or choose a background color that will contrast with the color you have chosen for the objects.

Printing is only available for IBM (black and white only), Apple, and Commodore 64/128 users. Atari and Tandy versions of Kidwriter do not contain a Print option.



LIST OF OBJECTS

girl
boy
boy
boy
girl
girl
dog
cat
duck
bird
rabbit
birds
flowers
cloud
tree
tree
umbrella
moon
snowman
church
store
building

house
barn
silo
fence
table
chair
chair
swings
slide
wagon
truck
van
car
bus
trailer
tractor
bike
snowmobile
sailboat
speedboat
ship
fish

locomotive
box car
caboose
tank car
coach car
helicopter
jet
spaceship
shuttle
saucer
lunar lander
alien
robot
circle
square
rectangle
open square
triangle
triangle
diamond
alphabet
numbers

KIDWRITER™
Proof-of-Purchase

Jim and **Jack Pejsa,** creators of KIDWRITER, are two brothers who specialize in software that is interactive, easy to use and encourages creativity in children.

Package and Instruction Booklet Illustration: Bill Morrison

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IN - D - KWR B

WARRANTY CARD

Program Title _____ Machine _____

Other titles purchased within Brand _____

_____

Name: _____

Address: _____

City/State/Zip: _____

Telephone Number: _____

Date Purchased _____ Age of User _____

Store Where Purchased

_____Computer/Software

_____Mass Merchandiser

_____Discount

_____Phone/Mail Order

_____Department

_____Video

_____Other (specify: _____

_____)

How did you first learn about this product?

____Magazine Advertising

____Newspaper Advertising

____Saw in Store

____Friend's Recommendation

____Demonstration in Store

____Dealer's Recommendation

____The Spinnaker Catalog

____Magazine Review

____Other (specify: _____

_____)

WCG

From _____

_____

_____

Place
Stamp
Here

SPINNAKER SOFTWARE CORP.
One Kendall Square
Cambridge, MA 02139

The Spinnaker Catalog

SPINNAKER®

Meet our family of home computer and video software—Spinnaker Software Corp.

Designed to meet the different needs and interests of everyone in your family, Spinnaker Software products offer some of the leading computer software and video titles available in the educational, entertainment and home productivity areas.

Take computer software: For starters there's the SPINNAKER® line. From pre-school counting to high-school compositions, Spinnaker offers high quality, award winning, educational programs you've come to expect.

And with our FISHER-PRICE™ Learning Software, children can develop key learning skills in areas such as math and reading while having fun at the same time.

For adventure fans, try our TELARIUM™ and WINDHAM CLASSICS™ software products. These two graphics and text interactive adventure brands are based on best-selling science fiction and mystery books and well-known classic novels. Our entertainment offerings also include UXB, our new line of action games.

And if you're looking for powerful, easy-to-use and affordable home productivity software, there's BETTER WORKING™ from Spinnaker.

We also offer a new line of video tape products: The SPINNAKER® VIDEO series, including the Spinnaker workbooks, are engaging visual experiences that teach children fundamental learning skills like reading and math.

And the CAPTAIN KANGAROO video programs develop important life skills and social values for young children.

Our Sports Videos feature instruction by leading golf and tennis professionals. Also available are Space Videos that offer exciting footage of the landing on the moon and space shuttle missions.

Our latest video releases include two SAT Videos that feature a Math and Verbal review and practice. These products are guaranteed to increase your score. We also have two exciting interactive Mystery Videos in which you and your family try to solve a murder by uncovering evidence and finding clues.

So, when your family is looking for computer and video software, take a look through the pages of this catalog and meet the Spinnaker Software family of computer and video products.

To order—

All of the products in this catalog can be found at most software and video stores in your area. But if you can't find a program you want, use the enclosed order form or you may place your credit card order by phone: 1-800-826-0706, Illinois residents call 1-800-826-1330.

SPINNAKER • TELARIUM • FISHER-PRICE • WINDHAM CLASSICS • UX

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SPORTS & SPACE 21

SAT 22

MYSTERY 23

If the order form is missing from this catalog, please send us your name and address, the names of the programs you want, their item numbers, the quantity you want, and the total price of the programs you have selected. Please add $3.50 for postage and handling. Massachusetts residents add 5% sales tax. Make your check payable to Spinnaker—Catalog Sales and mail it along with your order to Attn: Spinnaker—Catalog Sales, One Kendall Square, Cambridge, MA 02139.

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The leader in learning fun for the whole family.

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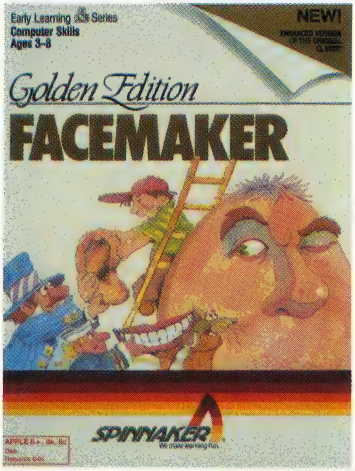
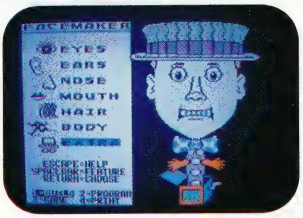


FACEMAKER™—Golden Edition

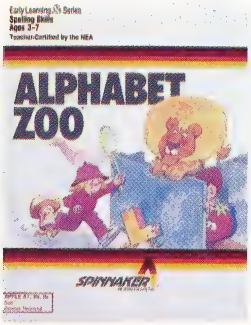
Children learn computer basics while creating and animating funny faces. The Golden Edition offers delightful sound effects, rich graphics, and simple word processing capabilities.



SPA "Certified Gold" Award

Computer Skills
Ages 3–8

Available for: Apple II+, IIe, IIc Requires 64k	FMK-AP-D1	$39.95
Amiga	FMK-AM-D1	$49.95



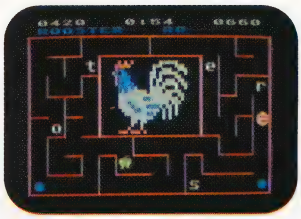
ALPHABET ZOO™

Children develop and sharpen their spelling and vocabulary skills as they race through the maze after letters that fit the picture on the screen.

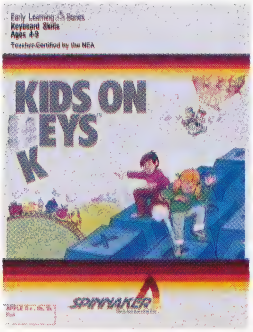
SPA "Certified Gold" Award
"NEA Teacher Certified"

Spelling Skills
Ages 3–7

Joystick required



Available for: Apple II+, IIe, IIc — ABZ-AP-D1 $29.95
Commodore 64/128 — ABZ-C6-D1 $20.95
IBM PC/AT or Tandy 1000 — ABZ-IB-D1 $29.95
IBM Brand Color Card
Dos Included



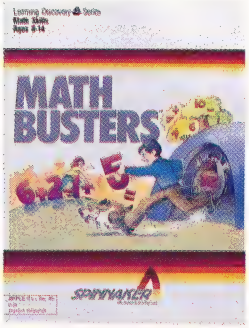
KIDS ON KEYS™

Three colorful games introduce children to the keyboard as they identify letters, numbers and words from images appearing on the screen.

SPA "Certified Gold" Award
"NEA Teacher Certified"

Keyboard Skills
Ages 4–9

Available for: Apple II+, IIe, IIc — KOK-AP-D1 $29.95
Commodore 64/128 — KOK-C6-D1 $20.95
IBM PC/AT or Tandy 1000 — KOK-IB-D1 $29.95
IBM Brand Color Card

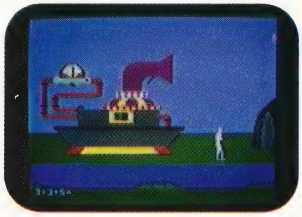


MATH BUSTERS™

Children develop fundamental math skills such as addition, subtraction, multiplication and division while eliminating math monsters.

Math Skills
Ages: 8–14

Joystick required



Available for: Apple II+, IIe, IIc — MTB-AP-D1 $29.95
Commodore 64/128 — MTB-C6-D1 $26.95

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We make learning fun.

KIDWRITER™

Children select colorful pictures and write text to create their own storybook. A choice of 99 different characters allows them to make pictures of almost anything. As versatile and exciting as a child's imagination, this program encourages children to create word and picture stories while introducing them to the fundamentals of word processing. Print option available.

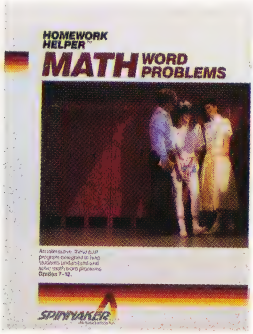
SPA "Certified Silver" Award
"NEA Teacher Certified"

Writing Skills
Ages 6–10

Available for:	Apple IIe, IIc	KWR-AP-D1	$39.95
	Commodore 64/128	KWR-C6-D1	$26.95
	IBM PC/AT or Tandy 1000	KWR-IB-D1	$39.95
	IBM Brand Color Card		

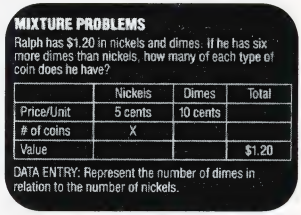
Printer compatibility: Black and White only
- Apple Scribe • Imagewriter • Imagewriter II •
- Commodore MPS 801, 802, 803 •
- Commodore 1525 • Commodore 1526 •
- Okimate 10 • IBM Graphics •
- Epson RX-80 & 100/MX-80 & 100/FX-80 & 100/JX-80

Interface Cards:
- Apple Super Serial •
- IBM Brand Parallel Printer Adaptor or equivalent



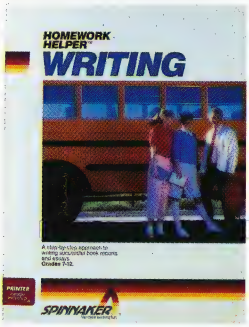
HOMEWORK HELPER™ MATH WORD PROBLEMS

Students sharpen their math skills with this interactive, two-part program designed to help them understand and solve word problems.



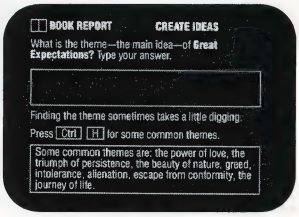
Recommended for Grades 7–12

Available for: Apple II+, IIe, IIc Requires 64k	HHM-AP-D1	$49.95
Commodore 64/128	HHM-C6-D1	$32.95
IBM PC/AT or Tandy 1000 IBM Brand Color Card	HHM-IB-D1	$49.95
Atari ST	HHM-ST-D1	$49.95



HOMEWORK HELPER™ WRITING

Students develop good writing habits as they follow a step-by-step approach to writing successful book reports and essays.



Recommended for Grades 7–12

Available for: Apple II+, IIe, IIc Requires 64k	HHW-AP-D1	$49.95
Commodore 64/128	HHW-C6-D1	$32.95
IBM PC/AT or Tandy 1000 IBM Brand Color Card	HHW-IB-D1	$49.95

The HOMEWORK HELPERS May be Used With:

Printer compatibility:

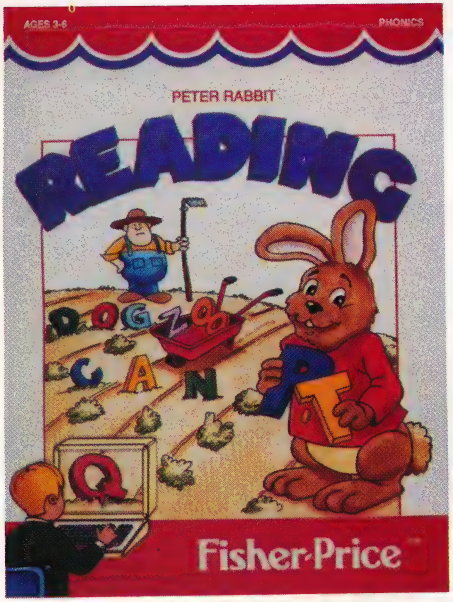
- Apple Scribe • Imagewriter • Imagewriter II •
- Epson RX-80 &100/MX-80 & 100/FX-80 & 100/JX-80 •
- Okidata ML series • Okimate 10 • Okimate 20
- Commodore MPS 801, 802, 803 •
- Commodore 1525 • Commodore 1526 •
- IBM Graphics

Interface Cards:

- Apple Super Serial • Grappler • Grappler+ •
- Apple Parallel • Epson APL •
- Cardco •
- IBM Brand Parallel Printer Adaptor or equivalent

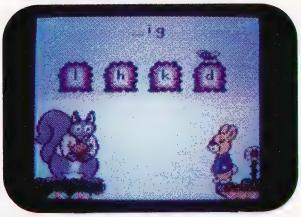
Fisher-Price™ Learning Software

Educational software from the most trusted name in children's products.



Peter Rabbit READING

(with Voice Synthesis)



This program helps children develop fundamental reading skills through a variety of phonics activities. They'll learn skills like letter matching, sound/symbol relationships and the proper use of consonants and vowels with the help of characters from Beatrix Potter's classic story, PETER RABBIT.

Language Skills
Ages: 3–6

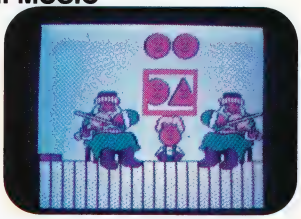
Joystick required

Available for: Apple II+, IIe, IIc — PRR-AP-D1 $39.95
Requires 64k
Commodore 64/128 — PRR-C6-D1 $24.95

FISHER-PRICE • WINDHAM CLASSICS • UXB • BETTERWORKING • V

Prokofiev's Peter and the Wolf MUSIC

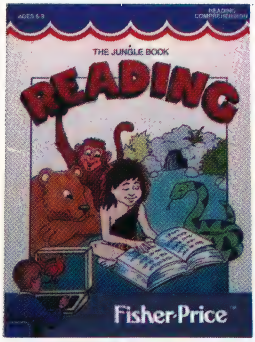
A classic way for children to develop basic music concepts. Children will learn about notes, chords, pitches and melody.



Music Skills
Ages 3–7

Joystick required

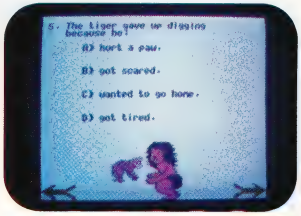
Available for: Apple II+, IIe, IIc — PWM-AP-D1 $39.95
Requires 64k
Commodore 64/128 — PWM-C6-D1 $24.95



Jungle Book READING

(with Voice Synthesis)

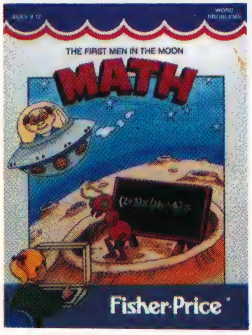
An adventure into the world of reading comprehension. Children will improve their ability to recognize character traits and themes.



Reading Skills
Ages: 6–9

Joystick required

Available for: Apple II+, IIe, IIc — JBR-AP-D1 $39.95
Requires 64k
Commodore 64/128 — JBR-C6-D1 $24.95



The First Men in the Moon MATH

A math word problem voyage into the moon. Children will strengthen their addition, subtraction, multiplication and division skills.

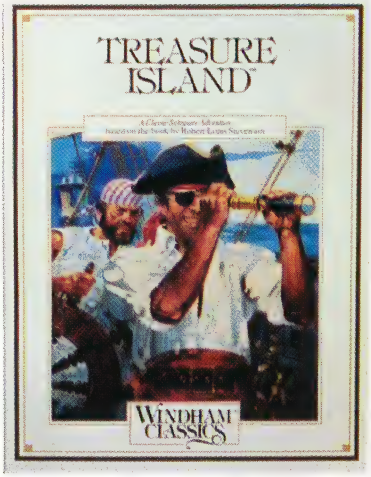
Math Skills
Ages 9–12

Joystick required

Available for: Apple II+, IIe, IIc — FMM-AP-D1 $39.95
Requires 64k
Commodore 64/128 — FMM-C6-D1 $24.95

WINDHAM CLASSICS™

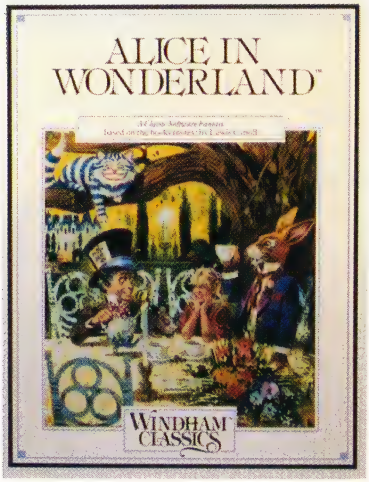
The innovative line of graphic adventures based on all-time classic novels. For ages 10–adult.



TREASURE ISLAND™

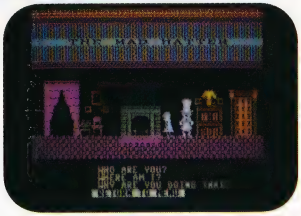
As Jim Hawkins, search for pirate gold and for a way to outwit Long John Silver, a clever and cunning buccaneer.

Available for:	Apple II+, IIe, IIc	TRI-AP-D1 $39.95
	Commodore 64/128	TRI-C6-D1 $26.95
	IBM PC/AT or Tandy 1000	TRI-IB-D1 $39.95
	DOS 2.1 or higher	
	IBM Brand Color Card	
	Atari ST	TRI-ST-D1 $39.95



ALICE IN WONDERLAND™

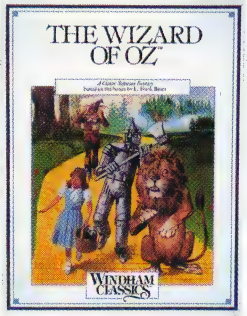
As Alice, you'll meet the Mad Hatter and other famous characters on your journey through Wonderland. But hurry! You must get out of this magical land before it vanishes.



Joystick required

Available for:	Apple II+, IIe, IIc	AIW-AP-D1 $39.95
	Commodore 64/128	AIW-C6-D1 $26.95

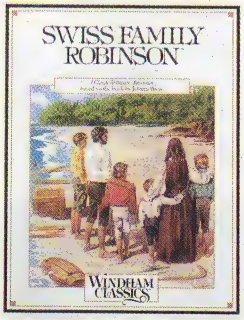
WINDHAM CLASSICS • UXB • BETTERWORKING • VIDEOS • SPINDI



WIZARD OF OZ™

As Dorothy, you'll meet many unusual and wonderful characters like the Munchkins and Scarecrow as you make your way to the Emerald City.

Available for: Apple II+, IIe, IIc — WOZ-AP-D1 $39.95
Commodore 64/128 — WOZ-C6-D1 $26.95
IBM PC/AT or Tandy 1000 — WOZ-IB-D1 $39.95
DOS 2.0 & higher
IBM Brand Color Card



SWISS FAMILY ROBINSON™

As Fritz, you and your family face the challenge of survival on a deserted tropical island.

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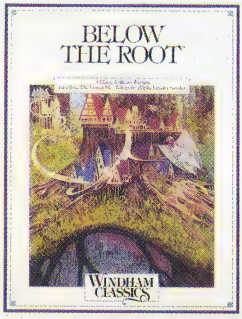
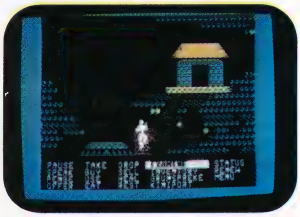
Commodore 64/128 — SFR-C6-D1 $26.95



BELOW THE ROOT™

Green-Sky is headed for certain disaster. Uncover the hidden secret and save this mysterious land from a resurgence of violence.

Joystick required



Available for: Apple II+, IIe, IIc — BTR-AP-D1 $39.95
Commodore 64/128 — BTR-C6-D1 $26.95
IBM PC/AT or Tandy 1000 — BTR-IB-D1 $39.95
DOS 2.1 or higher
IBM Color Card

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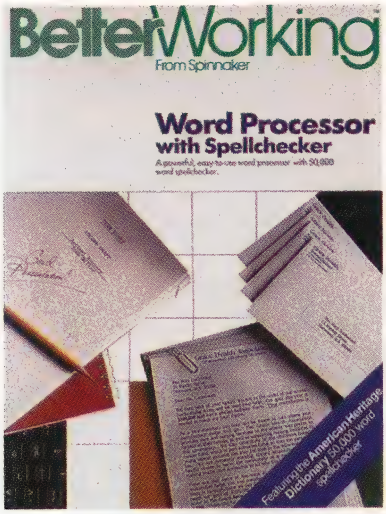
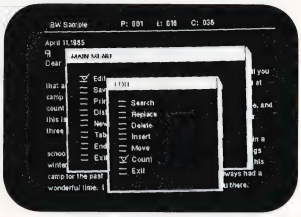


WORD PROCESSOR WITH SPELLCHECKER



The ideal program for composing business and personal letters, school reports and much more. Features window-based menus, help-screens and the 50,000 word *American Heritage Dictionary* spellchecker. Integrates with BETTER WORKING FILE AND REPORT.

Available for: Apple IIe, IIc	WPR-AP-D1	$59.95
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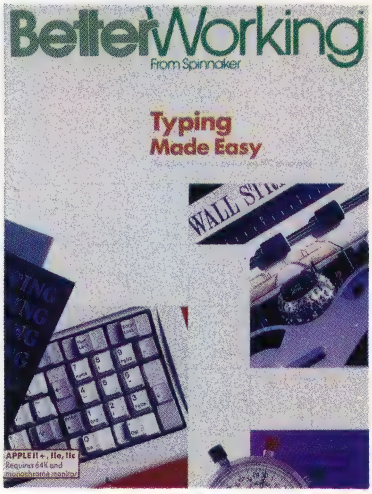
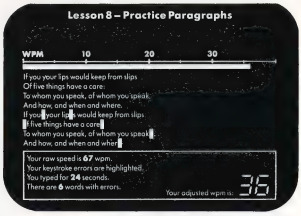


TYPING MADE EASY

A typing tutorial which teaches touch typing quickly and easily. Start with simple skills and progress to more difficult ones. This program automatically adjusts to provide more practice for your slowest fingers.



Available for: Apple II series (monochrome monitor only)	TME-AP-D1	$49.95
Apple Macintosh	TME-MC-D1	$49.95
IBM PC/XT/AT	TME-IB-D1	$49.95

TME does not have printing capabilities.

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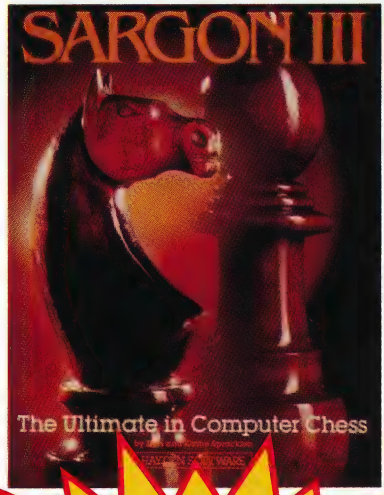
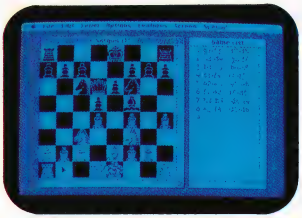
APPLE MACINTOSH	30034	$49.95
COMMODORE 64/128	30040	$39.95





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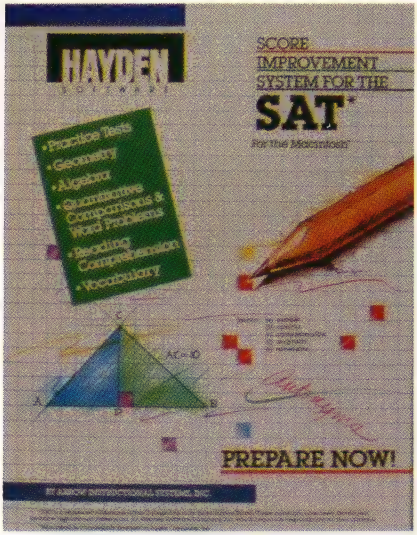

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A comprehensive computer-aided preparation for the SAT developed and tested in schools across the country. Includes complete Math module, Verbal module and Practice Exams module. Subject areas range from algebraic and geometric problems, to reading comprehension and vocabulary. All material is displayed on screen; there is not need to refer to a manual or text. A tutorial section explains each answer and the best way to arrive at it. Simulated tests scored on the 800 scale indicate how you would have done on the actual exams. A must for all students preparing for the SAT.

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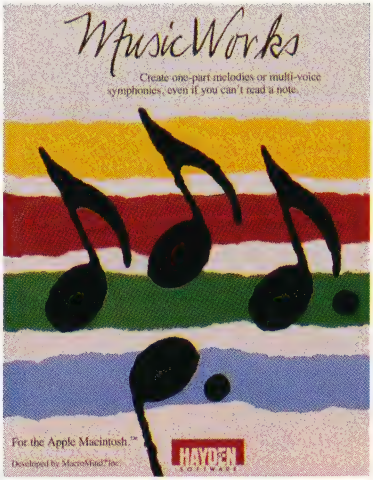

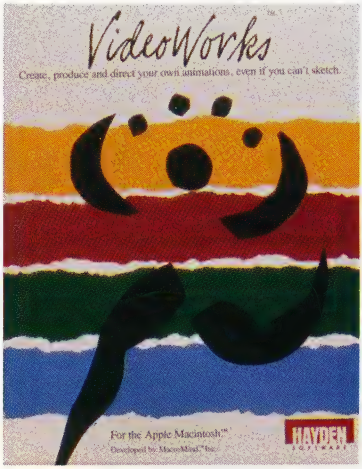

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The *da Vinci* architectural design series is a system of MacPaint™ documents containing images drawn to scale by professional artists and architects. Whether you're an architect by trade or an amateur designing your "dreamhouse," the *da Vinci* modules have been laid out and presented in a way which will give your plans and slides truly professional quality.

COMMERCIAL INTERIORS™
An easy-to-use tool for effective space planning in a business environment. Contains scaled images of everything you need to set up floor plans for restaurants, offices, theaters, etc., from desks and chairs, files, lunch room equipment, modular partitions and wall units, to even personal computers and wordprocessors.

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HOME DESIGN™
For anyone—professional or amateur—with a Macintosh and an apartment, house, or summer cottage, Home Design is an indispensable planning tool. It offers carefully drawn and scaled three-dimensional images for "hands-on" exploration of your design idea in an easy-to-visualize format. This 2 disk product contains over 800 beautifully rendered drawings of furniture, equipment, and various household accessories. Compatible with MacPaint and MacDraw.

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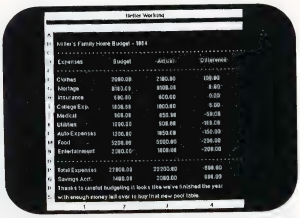
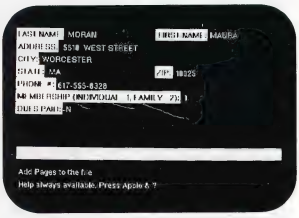


Available for: Apple IIe, IIc — SPR-AP-D1 $59.95
Commodore 64/128 — SPR-C6-D1 $49.95

FILE AND REPORT

Combines an extensive filing program with a powerful report generator that performs calculations for accurate decision making.



Available for: Apple IIe, IIc — FIL-AP-D1 $59.95
(integration requires 2 disk drives)
Commodore 64/128 — FIL-C6-D1 $49.95
Atari ST — FIL-ST-D1 $59.95

The BETTERWORKING Products May Be Used With:

Printer compatibility:

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- Epson RX-80 & 100/MX-80 & 100/FX-80 & 100/JX-80 •
- Okidata ML series •
- Commodore MPS 801,802 •
- Commodore 1525 • Commodore 1526

Interface Cards:

- Apple Super Serial • Grappler • Grappler + •
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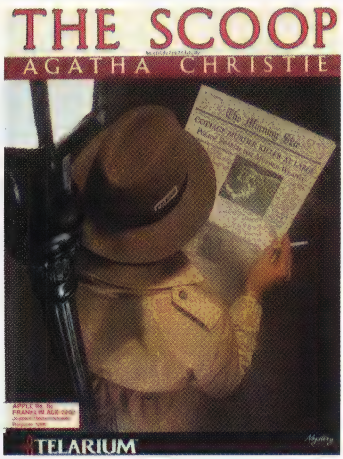

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A reporter from a rival paper is murdered while investigating the death of a young woman. As a crime reporter for a London newspaper, it's now up to you to "get the scoop" on who committed these deadly crimes.

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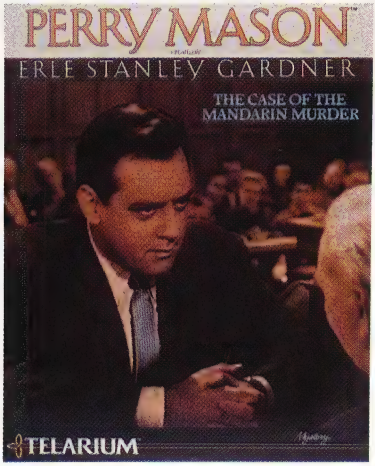

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You are Perry Mason, the world-famous criminal lawyer faced with high court drama. As Perry, you can do everything a courtroom lawyer can do, from cross-examining witnesses to introducing evidence.

Ages: 16–adult

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In a game of negotiation, politics and alliances, you are Corwin, a prince fighting for the throne of the one true perfect world—Amber.

Ages 16–adult

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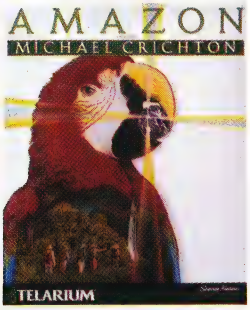

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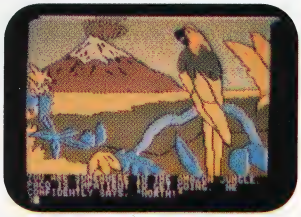
AMAZON™
Michael Crichton

As a special agent for a high-tech research firm, journey to one of the most dangerous, unexplored areas on earth—the Amazon.



Ages 16–adult

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DRAGONWORLD™
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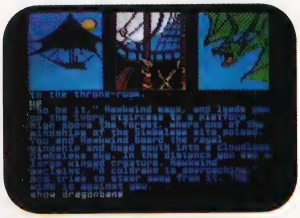
You are Amsel of Fandora, scientist, researcher, and something of a visionary. The Last Dragon has been kidnapped and only you can save him.



Ages: 16–adult

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You are kidnapped and taken to a small Japanese island where the head of the largest remaining Ninja sect has summoned you to fight or die. As Kung-Fu master, you must use the most advanced techniques of the martial arts—flying kicks, jabs to the face, and somersaults. But be careful, for the dark master's fighting force will use these same techniques to destroy you.

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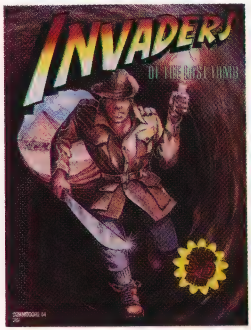
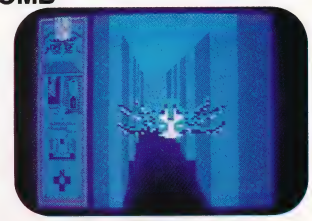


INVADERS OF THE LOST TOMB™

Avoid ghosts, zombies and other dangers in the maze of the Lost Tomb of King Tut while you use all your skills to decipher the secrets of the tomb.



Features state-of-the-art 3-D graphics

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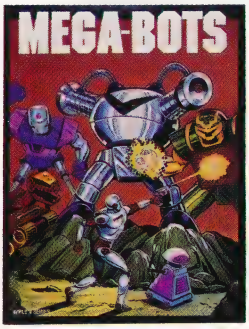

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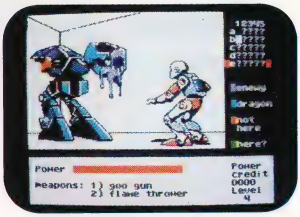
You are pitted against more than 15 kinds of robots, some of which have been transformed into killer droids.



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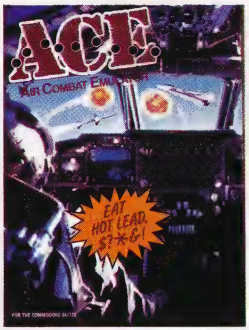

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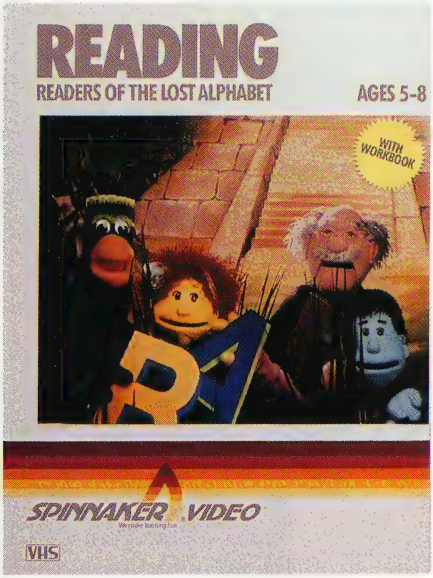

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Letters of the alphabet are suddenly disappearing. Words lose their meaning and sentences lose their sense. Children join the amazing Professor Mindbender and the heroic "Alphabet" Smith and are introduced to letters of the alphabet as they learn to read by phonics.

Workbook included

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Workbook included

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Ages 7–10

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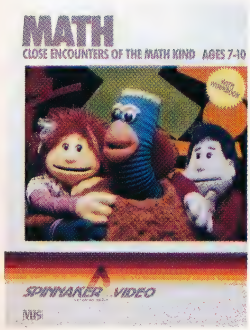

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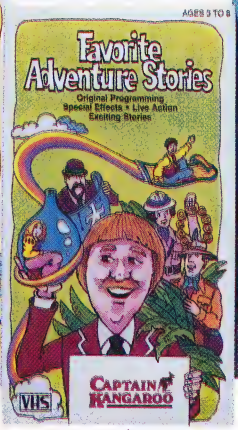

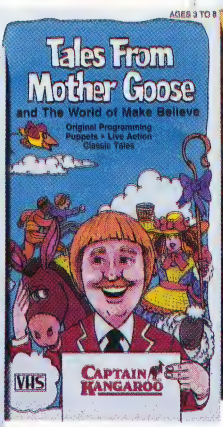

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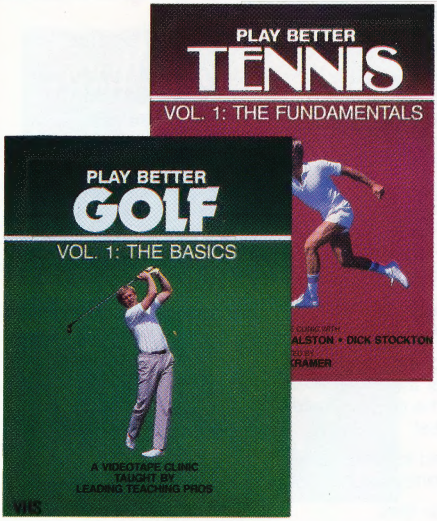

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Learn and refine fundamental golf skills in a video clinic conducted by America's leading teaching pros. In Vol. 1 you'll learn the proper stance and grip for accurate putting and other basic skills while Vol. 2 teaches how to best use your three wood, long irons, five iron and wedge.

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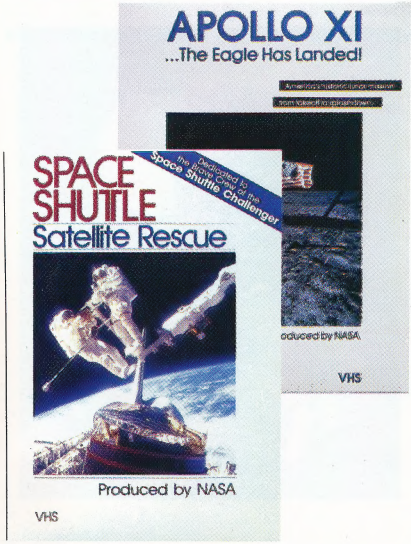

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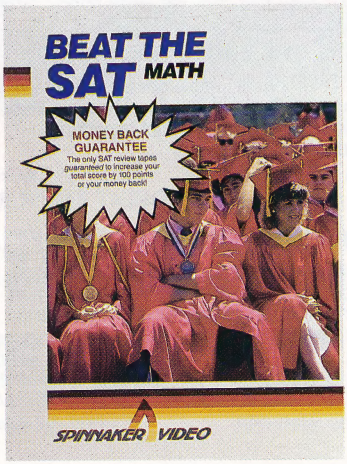

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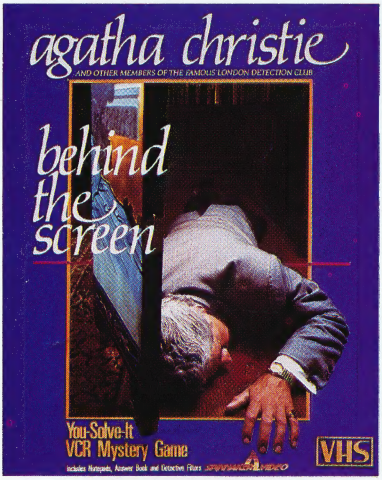

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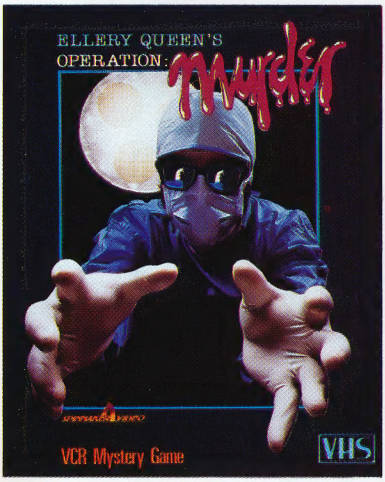

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Ellery Queen

Abby Doorn was the respected philanthropist behind Doorn Hospital. No one could possibly want to hurt her. But as Abby is rolled in for emergency surgery she's discovered dead. Murdered. Now it's up to you to solve the mystery. Ellery Queen will be with you every step of the way but you must sift through the facts, using "Detective Filters"™ which allow you to read secret evidence presented on screen. Enjoyment for the whole family, OPERATION: MURDER has more than 250 endings.

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Programs include notepads, answer book, and 4 Detective Filters.

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